25 TO LIFE
MATURE 17+
M
CONTENT RATED BY
ESRB
ritual
AVALANCHE
SOFTWARE
eidos

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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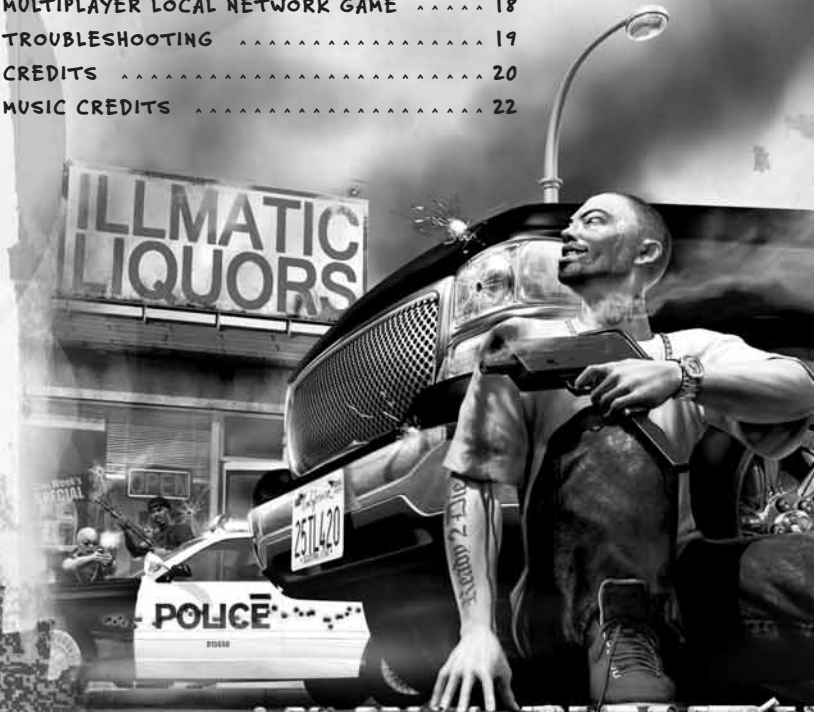
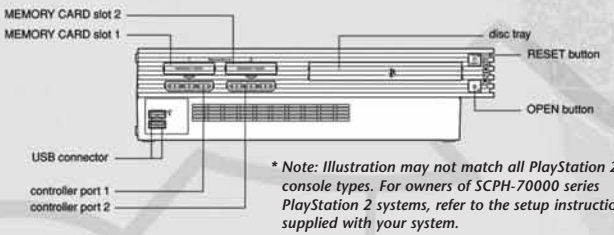


GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the 25 TO LIFE™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

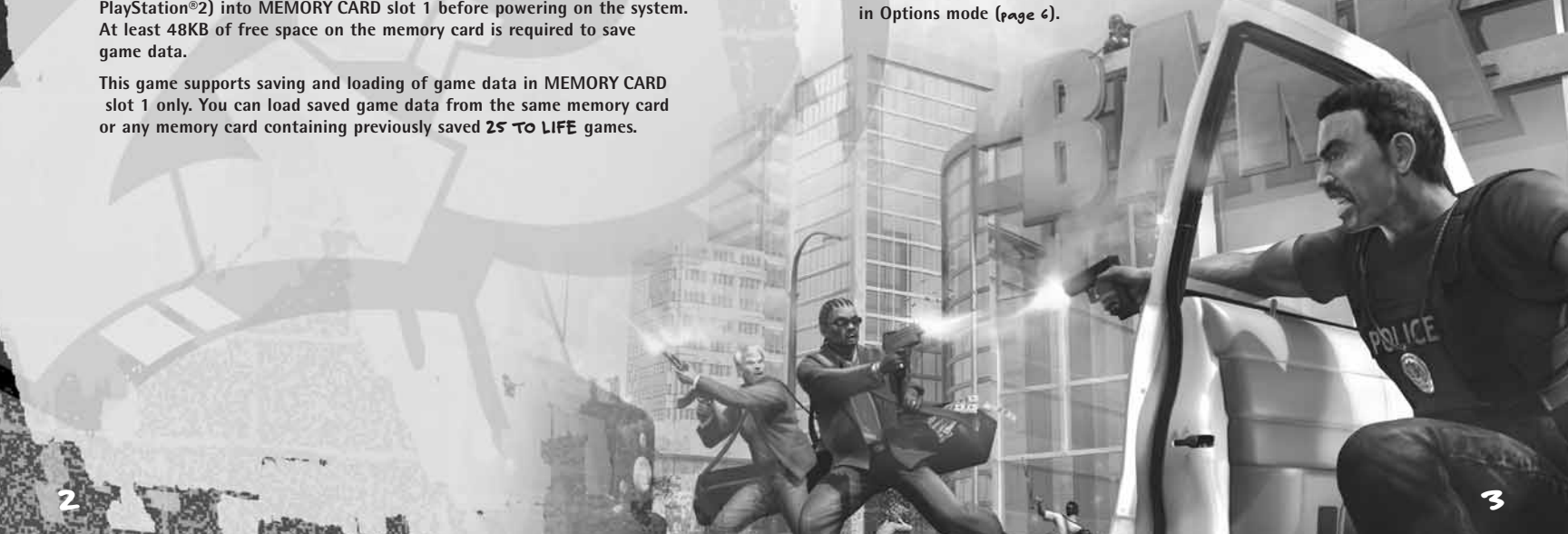
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 48KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or any memory card containing previously saved 25 TO LIFE games.

CONTROLLER

DUALSHOCK®2 analog controller configurations

Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. When the vibration function is ON, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function ON/OFF in Options mode (page 6).



PULL THE TRIGGER

Bullets are flying. No matter what side you're on, you gotta shoot or die.

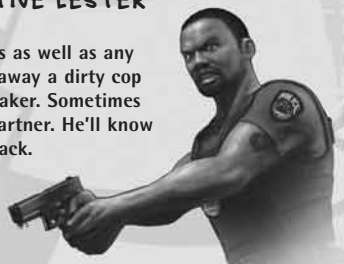
Are you a Criminal, Law Enforcement or someone who just wants to get the hell out?

Guess what. You're all three. Just make sure the blood in the streets belongs to someone else. You pull the trigger, you pull hard time or you pull eternity in a pine box. Pick your weapon.

In Single Player mode, fight through the mean streets on both sides of the law...

. . . AS FREEZE

Freeze is a thug and drug dealer who wants out. He figures his days are numbered if he doesn't escape the life. But not so fast — you don't just retire unless someone pops a cap in your brains and every other body part. You will pull one last job while Law Enforcement and thugs alike try to make this your last day on earth.



. . . AS DETECTIVE LESTER WILLIAMS

You know the streets as well as any Criminal. You'll put away a dirty cop as quick as a lawbreaker. Sometimes you'll work with a partner. He'll know how to cover your back. Just do the same for him or he'll bleed and die just like anyone else.

. . . AS SHAUN CALDERON, LEADER OF THE 22ND STREET D-BOYS

You're a gang leader, murderer and Freeze's best friend. Every choice you make is the one that keeps you in power.

DEFAULT CONTROLS

All controls used in this manual are defaults. You can change the default controls in Options mode (page 6).

MENU NAVIGATION

Select menu item	directional buttons ↑/↓
Change setting	directional buttons ←/→
Confirm	⊗ button
Cancel/Previous menu	△ button

GAME ACTION

Move character	left analog stick
Taunt	directional buttons ↑
Lean left/right	directional buttons ←/→
Custom tag	directional buttons ↓
Melee weapon toggle	△ button
Action	○ button
Jump	⊗ button
Reload	□ button
Throw grenade	L1 button
Crouch/Stand	L2 button (hold to crouch; release to stand)
Shoot/Swing weapon	R1 button
Gun toggle	R2 button
Pause/In-game menu/ View Objectives (Single Player)	START button
Scoreboard (Multiplayer)	SELECT button
Chat (Multiplayer)	L3 button
Camera lookaround	right analog stick
Zoom/Precision aim	R3 button

GETTING INTO THE GAME

On the Title screen, press the START button to begin.

CREATING A PROFILE

You must create a profile to save your game progress through **25 TO LIFE**. The profile contains your saved game files, custom characters, option selections and online identity. Any time you want to play that profile you can select it (or other profiles you have created) before beginning play.

To create a profile name:
When prompted to create a profile, select **OK**. Use the virtual keyboard to enter a profile name. Make character entries in the name field and save your profile to the memory card.

- Highlight a letter or number and press the ✕ button to enter it in the name field. Press the ○ button to enter a space.
- Select **Delete** to remove letters or numbers you've entered.
- Select **Enter** and **Yes** when prompted to save your profile.

MAIN MENU

- **SINGLE PLAYER** (page 8) — Get a bloody taste of life on both sides of the law, as a Criminal and a member of Law Enforcement too. Select a difficulty level before starting play.
- **MULTIPLAYER ONLINE** (pages 15-18) — Join the Criminals or Law Enforcement and find out who rules in bloody wars, robberies gone bad, adrenaline-pumping police raids and intense turf warfare with up to 16 players. Customize your Criminals or Law Enforcement character and get ready to bleed.
- **MULTIPLAYER LOCAL NETWORK** (page 18) — Connect up to 16 PlayStation 2 systems via a Local Area Network (LAN).
- **OPTIONS** — Adjust game settings.

SAVING GAME DATA

You will be prompted to save changes to game options or online data. You must be using a memory card with at least 48KB of free memory space in order to save game data.

PAUSE MENU

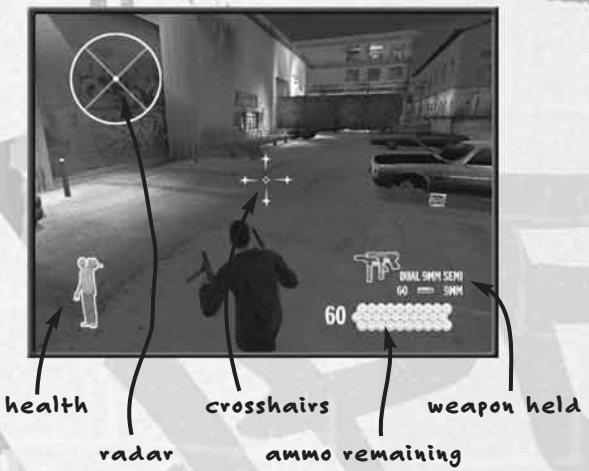
Press the START button to pause play and view the Pause Menu (screenshot, page 8). Your primary and secondary objectives are listed along with these options:

- **CONTINUE** — Return to play.
- **OPTIONS** — Adjust your aim and make sound changes. (See more options, below.)
- **QUIT** — Return to the Main Menu.

OPTIONS

- **BUTTON LAYOUT** — Select one of four control configurations.
- **ANALOG STICK SETTINGS** — **Southpaw** switches the actions of the left and right analog sticks. **Ass Backwards** gives both analog sticks camera/character control: the left analog stick rotates the camera ⬅/➡ and moves the character ⬆/⬇; the right analog stick rotates the view ⬆/⬇ and moves the character ⬅/➡.
- **AIMING** — Select **Normal** or **Inverted**.
- **VIBRATION** — Set the controller's vibration function to **Enabled/Disabled**.
- **LOOK SENSITIVITY** — Adjust camera response time.
- **LOOK SPEED** — Adjust how fast the camera moves when you turn to look.
- **STEREO MODE** — Set to correspond to your TV speakers.
- **SOUND** — Adjust sound effects volume.
- **MUSIC** — Adjust music volume.
- **BLOOD & GUTS** — Set the display of carnage to **Enabled/Disabled**.
- **DONE** — Save changes and exit the game. Select **Yes** when prompted to save any changes made to your profile.

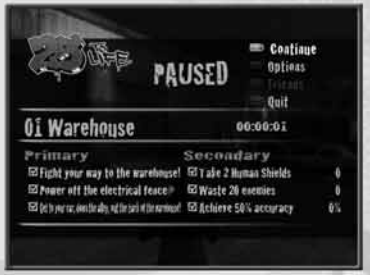
GAME SCREEN



- **HEALTH** — When you have full health this icon is **green.** As you gradually take damage, your health icon changes from green to **red.** When you are getting close to death, your controller will **pulse** if controller vibration is set to **On** in Option mode (page 6).
- **RADAR** — In Single Player games, the radar indicates the direction of your enemies. In Multiplayer games, it displays the location of your teammates, the loot, the stash, tag areas and exit points.
- **CROSSHAIRS** — Use this to aim weapons. When locked onto an enemy, the crosshairs turn **red.** When locked onto a non-combatant or friendly, they turn **green.** Head shots are the hardest to make; they're also the deadliest.
- **AMMO REMAINING** — The number on the left is ammo you have in reserve. Below the gun icon you see how many bullets are left in your clip. Press the **Reload** (default □) button to reload ammo. Reload is automatic when you empty the weapon AND you have reserve ammo.
- **WEAPON HELD** — Press the **Gun Toggle** (default R2) button to switch weapons.
- **ACTION ICONS** — (not shown) These icons appear when you can take a special action such as picking up a new weapon, kicking open a door or even grabbing a human shield. Press the **Action** (default ○) button to take action (page 8).
- **HINT POINTS** — (not shown) Walk into one of these for an explanation of a game feature.

SINGLE PLAYER GAME

MISSION BRIEFING/OBJECTIVES



Each level has primary and secondary objectives, explained on the **Mission Briefing** screen. Completing the primary objective is mandatory to finishing the level and unlocking additional game features. Nailing secondary objectives is not essential to success but may unlock cool items.

- Pause the game (START button) to view your objective completion status.
- Law Enforcement objectives may involve apprehending a suspect instead of using deadly force. Use a stun gun to subdue a suspect when required, then cuff 'em with the **Action** (default ◉) button.
- When you complete an element of any objective, a prompt appears at the top of the screen.

ATTACKING

- Press the **Shoot** (default R1) button to fire or swing a weapon.
- Press the **Throw Grenade** (default L1) button to throw a grenade, tear gas or pipe bomb.

FIRST-AID KITS

Pick up first-aid kits to heal your wounds. Some only provide partial first aid and others give you 100% health.

SPECIAL MOVES — ACTION ICONS

Perform special moves by pressing the **Action** (default ◉) button when an Action Icon appears at the bottom of the screen.

OPEN/CLOSE — Kick open doors.

ON/OFF — Throw switches to turn power **On/Off** to some system in the area.

CLIMB — Climb up ladders. Grab the ladder and press the left analog stick.

VAULT — Jump over obstacles.

PICK UP WEAPON — Pick up a weapon lying in front of you. In exchange, you will lay down a weapon you're holding (of the same weapon type).

GRAB/RELEASE HUMAN SHIELD — Sometimes you just gotta be really nasty. As a Criminal, grab the nearest person and hope the enemy cares enough not to blow the hostage away too. Your weapon will automatically switch to a handgun when you grab a human shield.

APPREHEND — Arrest Criminals after taking them out with non-lethal means (Law Enforcement only).

NEXT SONG — Find a boom box and press the **Action** button to tune in a new song.

USING WEAPONS

Weapons fall into four categories and vary depending on your Criminals or Law Enforcement status. When you pick up a weapon, you discard a weapon of the same type. You can return to that spot later and trade a weapon for the one you discarded. Your weapons include:

- Handguns, including dual pistols.
- Shotguns, automatic rifles and sniper rifles.
- Hand-to-hand weapons such as baseball bats or stun guns.
- Thrown explosives such as grenades and molotovs.

FIREARMS

Use the right analog stick (default) to aim your weapon. The targeting crosshairs turn **red** when over the enemy. Press the **Shoot** (default R1) button to fire.

- Push in the R3 button to keep your weapon up and ready to fire. Push in the button again to lower your weapon. Using the R3 button gives you better aim and a zoomed-in view.
- Press the **Reload** (default ▣) button to reload.
- Press the **Action** (default ◉) button to pick up weapons dropped by slain enemies.
- Press the directional buttons ⬅/➡ to peer around corners and take a protected shot.

GRENADES/BOMBS

Use the right analog stick to aim your grenade or bomb, aiming with the cursor in the same way as aiming your guns. Press the **Throw Grenade** (default L1) button to toss the explosive. The longer you hold the button, the farther you throw.

HAND-TO-HAND WEAPONS

These include clubs, nightsticks, knives and stun guns. Stun guns and zappers knock someone out; that person is down for the count. Law Enforcement can apprehend a downed suspect for additional points and objective credit.

WEAPONS

Here's a sampling of available weapons. There are plenty more....

HANDGUNS

9MM SEMI-AUTO: Loved by Criminals and hated by Law Enforcement, the semi-auto 9mm features a 30-round clip.

.357 CAL: The classic police sidearm with excellent hitting power and surprising range.

.44 AUTO: Huge firepower in a small semi-automatic package.

RIFLES/SHOTGUNS/AUTOMATIC WEAPONS

SHOTGUNS: Blow someone up big time at close range. Shotguns can be stock Law Enforcement 12-gauge models or illegal sawed-off scatterguns.

MP SILENCED SUB-MACHINE GUN: Some people think this is the best sub-machine gun ever made. At 800 rounds per minute, there's enough slugs for everyone.

AK ASSAULT RIFLE: Now you're playing Army. Rapid-fire and monster hitting power make this the weapon to fear on any battlefield.

SNIPER RIFLE: Get a huge range advantage and take someone out before they even see you. Press the R3 button to zoom the scope in tight for the perfect shot.

BOMBS

CONCUSSION GRENADE: This police weapon is used to shock victims instead of kill them. Explodes with a glass-shattering shock wave but no shrapnel.

FLASH GRENADE: Explodes with a blinding flash.

TEAR GAS CANISTER: One snort of this causes the victim's eyes to start burning as they gasp for air.

PIPE BOMB: This is plumbing stuffed with black powder. Total devastation for the do-it-yourselfer.

MOLOTOV: It's a bottle full of gasoline. Move the right analog stick ⬆/⬇ to adjust the trajectory of your throw. And make it a good throw! Gas can splash back and turn you into thug flambé.

THUMP 'EM, STICK 'EM, SHOCK 'EM

BASEBALL BAT, TIRE IRON, BATON: Short on bullets? Crack some heads!

KNIFE: Old school, but effective.

STUN GUN: Deliver 50,000 volts of agonizing incapacity. Get real close to use it.

ONLINE PLAY

It's Law Enforcement versus Criminals in bloody showdowns where even the winners wear serious powder burns. Up to 16 players compete. Join online games or create and host your own game.

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to: www.us.playstation.com/support/useragreements

NETWORK CONFIGURATION

In order to play 25 TO LIFE online, you need to have a valid network configuration saved on a memory card. You can use the Network Adaptor Start-Up Disc included with your Network Adaptor (for PlayStation®2) to set up your network connection. Refer to the instructions that came with your Network Adaptor Start-Up Disc.

ONLINE SYSTEM REQUIREMENTS

Up to 16 players can battle online or over a Local Area Network (LAN).
In order to play 25 TO LIFE online, you need:

- **Memory card (8MB)(for PlayStation®2).**
- **Network adaptor (Ethernet/modem)(for PlayStation®2).**
- **Broadband Internet connection or Local Area Network (LAN).**
- **Network Configuration set up using the Network Adaptor Start-Up Disc.**

PATCHES

During login, you may be prompted to download a patch which is then loaded onto the memory card. You must download the patch in order to play 25 TO LIFE online.

USING THE USB HEADSET

Connect the USB Headset (for PlayStation®2) to talk to other players in Lobbies or during play. Press and hold the L3 button, look for the Talk icon and speak. Release the button when you finish talking. When the transmitter is keyed the radio icon appears on the left side of the screen.

CREATING AN ACCOUNT

In order to play online you must create an account that contains an online name and password. Once you save your data, you only need to select **Login** the next time you play.

To create an account:

1. On the Main Menu, select **Multiplayer Online.**
2. Select a network configuration to connect to the Internet.
3. Read and accept the Online Agreement. You must accept the terms of the Online Agreement to play online.
4. Create an account. In order to play online you must create an account that contains an online user name and password.
   - 4a. The first time you see the Select Profile screen, select **Create Account.** Then use the virtual keyboard to enter an online name (of four or more characters), password, password confirmation, and email address.
   - 4b. Select **Yes** or **No** in response to the series of requests, and finally select **Continue.**
   - 4c. Enter your gender, birth date, country and ZIP code, and select **Create Account.** If no other person has the user name you created, a new account profile is created.

   Be sure to remember or write down your password. Eidos Inc. Customer Service may not be able to retrieve lost passwords.
5. You will be prompted to save your account profile (which includes your password). Select **Yes** and, if the **Save Password** option is selected, you will only have to select **Login** to connect the next time you play.

   NOTE: You can create multiple accounts. If you have created more than one, highlight **Login** and press the directional buttons ⬅/➡ to select the profile you want to login with.

ONLINE CUSTOMIZE GAME FEATURES

You can customize your characters, weapon loadout and the tag you spray on buildings. These options are available in both Multiplayer Online and Multiplayer Local Network games.

CUSTOMIZING YOUR CHARACTER

Criminal or Law Enforcement, if you are going to end up bleeding in the streets, at least have cool clothes when you hit the pavement. **25 TO LIFE** lets you customize everything about your character. From skin color, clothes and jewelry to beards and ski masks, you can create a totally unique character.

- Dress like the rest of your posse for quick ID during intense online battles. Criminals can wear Clan colors; Law Enforcement can wear agency uniforms.
- To customize your character in Multiplayer mode, select **Customization** once you have logged in.
- You can save up to four custom Criminals and Law Enforcement characters to use during Multiplayer games. Each character can have different weapon loadouts.

To customize a character:

1. Select **Customize Characters** from the Customize Menu. Next, select the character you want to customize and press the ⊗ button.
2. Select **Edit Name** to give each character preset a name.
3. Select **Edit Clothing** to customize the look of your Law Enforcement or Criminals character. Start from scratch and choose to modify your character's head, body, arms, hands, legs and feet. Or choose **Select Prebuilt** and scroll through a list of prebuilt characters. Select **Clear/Reset** to start over.

USING YOUR CUSTOM CHARACTER IN MULTIPLAYER GAMES

On the Customize Menu, the dot next to the character's name indicates which character will be used in Multiplayer games. The red dot indicates the Criminals character; the blue dot indicates the Law Enforcement character.

To switch the dot to another character, select the character on the Customize Menu. The dot will move to that character when you back out, regardless of whether or not you edited the character.

EDITING YOUR WEAPON LOADOUT

You can customize weapon loadouts during both Multiplayer Online and Multiplayer Local Network gameplay.

1. Select **Customization**, select **Customize Characters**, press the ⊗ button to select your character and then select **Edit Loadout.** You can edit and save a different loadout for each custom character.
2. There are four categories (or weapons "slots") to set: **Melee, Secondary, Primary** and **Grenade.** In each category, use the directional buttons to toggle between weapon choices.
   - **Melee** weapons are hand-held weapons such as a baseball bat and hammer, and non-lethal weapons for Law Enforcement such as the stun gun and zapper.
   - **Secondary** weapons are handguns, including automatic handguns such as the Mak, M.A.G. and 9mm auto.
   - **Primary** weapons are your big guns — everything that's rifle-sized. These include the AK, shotguns, 2x M.A.G. and sniper rifles.
   - **Grenades** are lobbed weapons, including pipe bombs, flashbangs and tear gas.
3. Once you finish editing your weapon loadout, press the △ button to return to the previous menu. You will be prompted to save/overwrite your settings before returning to the Multiplayer Menu. Remember to select **Yes** to save any changes you made to your character.

CREATING A CUSTOM TAG

The tag editor lets you create a custom tag for spray painting on buildings during online games.

- Select **Customization**, then **Custom Tags.** You can create up to five letters, choosing the color for the inside, outline and accent.

MULTIPLAYER ONLINE GAME

MULTIPLAYER ONLINE MENU

- **QUICK MATCH** — Get in on the first available game. If no games are available, you have the option to create (Host) one.
- **FIND MATCH** — Set a Map Name and Game Type you want and find a game that fits your search parameters. All available games will appear on the Search Result screen.
- **CREATE MATCH** — Create an online game and set its parameters (page 16).
- **CUSTOMIZATION** — Personalize your online character's looks and the guns you'll use, and create your tag.
  - **CUSTOMIZE CHARACTERS** — Personalize your own character (page 13).
  - **CUSTOMIZE TAG** — Create your personal tag (page 14).
  - **VOICE SETTINGS** — Adjust the Voice Chat settings.
  - **GAME SETTINGS** — Adjust game settings (page 6).
- **FRIENDS** — Search for recent players or send a Friend Request (page 17).
- **MY CLAN** — Create a Clan or see if you have been invited to join a Clan (page 18).
- **STATS AND RANKINGS** — View gameplay stats of yourself and other online players.
- **PLAYERS** — View recent players.
- **LOG OUT** — Exit Multiplayer mode.

Note: Due to hardware limitations, large-scale games may result in less than optimum performance on the PlayStation 2.

ONLINE GAME MODES

- **RAID** — It's time for the Criminals to pay! Law Enforcement attempts to raid a Criminals hangout where they are protecting their **stash.** The Criminals must defend their turf and prevent the Law Enforcement team from making a bust. The Law Enforcement team's goal is to infiltrate, grab the stash and return it to the SWAT van (or other location) at the start point.
- **ROBBERY** — Criminals go from their spawn point to a target location and pick up the loot object. Criminals carrying loot run slower than normal, requiring team assistance. Criminals must take the loot to available drop-off points. Cops spawn on the opposite side of the map and attempt to prevent successful theft of loot.
- **TAG** — Represent your set! Two rival gangs of Criminals clash to claim their turf. Each team "owns" turf by controlling tag locations across the level. When you come across an empty tag location, press and hold the **Action** (default ◉) button until your character is done tagging. You can also tag over a rival team's tag; doing so will give your team control of that section of turf. A Criminals team wins the round if they control the most tag locations for the longest time or if they control all of the tag locations on the level at one time.

- **WAR** – This mode is an all-out, team-based deathmatch. The round ends when the time limit or score is reached or when one team is completely eliminated. Be sure to check out the different options that you can configure for this mode (such as **Friendly Fire On**, etc.) when hosting this type of game.

Modifying the Spawn Rules:

You can modify the Spawn rules in the online game modes.

- You can choose **Respawn Off**, a pure player-elimination based mode.
- With **Respawn On**, a player who is killed will re-spawn quickly. A Criminal who is "arrested" will receive a time-based re-spawn penalty.
- The host can determine the re-spawn rules, such as **Respawn On** or **Off** and set a fixed number of team re-spawns.

HOSTING AN ONLINE GAME

To host a game, select **Create Match** on the Multiplayer Menu, set the specifics for your game, and select **Start Game.** Game settings options are:

- **GAME MODE** – Choose the kind of game you want to play. This will determine which maps are available for selection.
- **MAP** – Pick a location for your game.
- **TIME LIMIT** – Set the game to last from 1 to 20 minutes.
- **SCORE LIMIT** – Set the limit for the winning score, or set no score limit.
- **MAX PLAYERS** – Choose to play with from 2 to 16 players.
- **ROUNDS** – Set the max number of rounds for your game.
- **RESERVED SLOTS** – When set to **Public**, anyone can join your hosted game. If you set this option to **Private**, only your Friends, Clan-mates and people you invite by name can join your game.
- **CYCLE TEAMS** – When set to **On**, players switch sides between rounds.
- **FRIENDLY FIRE** – When set to **On** you can injure or kill teammates.
- **RANKED MATCH** – When set to **On**, your statistics are recorded for rankings. Turn this **Off** for practice with your Clan or Friends, or if you don't want statistics to be reported for the match.
- **TEAM SPAWNS** – Set the number of Spawn tickets for each team. Each ticket allows one player to respawn. Run out of tickets for your team and it's down to elimination rules – you die and it's over!

TEXT CHAT

Type out and broadcast chat messages. Create a message and select **Enter** to send it.

PLAYERS

This shows a list of players you have teamed with/against during the online session.

READY UP ON THE STAGING SCREEN

This is the screen you see before starting online play. Make final game setting changes, chat, or look up Friends before starting the game. Select **Ready** to signal that you want to begin play, or select **Force Match Start** to quickly start the game and put the unready players back into the lobby.

Note: To talk over the USB Headset, press and hold the L3 button.

FRIEND LIST

From the Lobby, select **Friends** to view your current Friends; incoming, outgoing and pending Friends requests; and the Recent Players list. From here, you can see the online status of established Friends and join a Friend's active **25 TO LIFE** game. You can have a maximum of 100 established Friends, pending Friend Requests and Friend Invites combined. Delete outdated Friends to make room for more.

- **ACCEPTING FRIENDS' REQUESTS** – To accept a Friend request, select **Friends**, select View Incoming Requests, and then select the name of the player who sent the request to accept or decline the offer. Once you accept, the icon will change to the **Established Friends** icon. To permanently block Friend Requests from another player, select **Block** on a pending invitation.
- **SENDING INVITATIONS** – Select **Invite** to invite players currently online to your game. Using the virtual keyboard, enter the player's name (do not include the Clan abbreviation), then select **Enter** to send the invitation. If the player accepts the invitation and there is room in your hosted game, the player will automatically join the game. This option is only available to the host of the current match.
- **INGAME PLAYERS OPTIONS** – While in-game, go to the Pause Menu, select **Players**, and then select **Send Friend Request** to send a quick invitation to an active player in the game. You can also send Clan and Match invitations from this menu, as well as configure other settings.

CLANS

Create or join a Clan of Criminals or Law Enforcement.

- **CREATING YOUR CLAN** – On the Multiplayer Menu, select **My Clan.** On the Clan screen select **Create** and, using the virtual keyboard, name your Clan and create the **Clan Abbreviation** (the first three letters that appear in brackets before your name). You are now the leader of this Clan.
- **MEMBER LIST** – View a list of players in your Clan. You can see their online status and join games with your Clan members.
- **SENDING INVITES** – Once you create your Clan, select **Invitations** on your Clan screen. Using the virtual keyboard, enter the screen name of the person you want to invite to join your Clan.
- **ACCEPTING AN INVITATION TO JOIN A CLAN** – If you have an invitation to join a Clan, an icon will appear in the lower right corner of the screen. To accept the invitation, select it on the Invitations Menu and then select **Yes.**
- **LEAVING THE CLAN** – Select **Leave Clan** to give up your Clan membership. If you are the only member, the Clan will cease to exist.
- **POSTING NOTICES** – If you are the leader or an officer, you can post notices using the virtual keyboard. If you are a member of a Clan, you can read notices when you select the **View Notices** option.

MULTIPLAYER LOCAL NETWORK GAME

This is the same run-amok gunplay as the Online Multiplayer games, but you're connected via a Local Area Network to up to 16 different PlayStation 2 systems, each running a **25 TO LIFE** disc. Local Area Network gameplay has the following requirements:

- Each PlayStation 2 system must be connected to a network adaptor (for PlayStation®2) and its own television. The network adaptor must be connected to a LAN via Ethernet. Each PlayStation 2 system supports one player.
- One player must host the LAN game.

TROUBLESHOOTING

FIREWALLS

In order to join or host a **25 TO LIFE** game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on port UDP 9103 to the IP address assigned to your PlayStation 2 system.

Note: Users using DHCP must ensure that their PlayStation 2 system is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation 2 system.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 system directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about **25 TO LIFE** by visiting **www.25tolife.com.**

USB HEADSET

During gameplay, if your USB headset is plugged into your PlayStation 2 system but you are not able to chat with your opponent, your opponent may not have a USB headset connected to the PlayStation 2 system, or you and your opponent may have a low quality connection to each other.

CUSTOMER SUPPORT

For further questions, please visit **www.eidos.com** or contact Eidos Inc. Customer Support at (415) 615-6220, Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time.

ONLINE TECHNICAL REQUIREMENTS

Broadband access and the Network adaptor (Ethernet/modem) (for PlayStation®2) are required for Network Capabilities. Players are responsible for all applicable Internet fees. Network Capabilities may be subject to change, withdrawal and charge for use. Go to **www.playstation.com** for Network Capabilities access terms and availability.

ONLINE FEATURES

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RATINGS

The Game's content has been rated **M** for **MATURE** content. However, the content of the Game may change due to interactive exchanges between players in Online mode. Neither Eidos nor Sony Computer Entertainment accepts any responsibility for content which is external to the game itself. Please refer to the Terms of Service for further conditions of use relating to online play.

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"Enemies"
Performed by Xzibit
Produced by J-Beats
Album Title: Man vs. Machine
Courtesy of Loud Records, LLC.
By arrangement with Sony BMG Music Licensing.
Written by J. Jackson and A. Joiner
Published by Voco Music d/b/a Alexra Music o/b/o itself and Hennessey for Everyone Music (BMI)/My Own Way (ASCAP).
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"Where The Hood At"
Performed by DMX
Produced by Tuneheadz
Album Title: Grand Champ
Courtesy of Ruff Ryders/The Island Def Jam Music Group
under license from Universal Music Enterprises
Written by E. Simmons, D. Dean, K. Dean,
A. Hardy and M. Williams
Published by Universal Music Publishing Group o/b/o Boomer X Publishing Inc. and Swizz Beatz (ASCAP)/CAK Music, Inc. o/b/o itself, Cold Chillin' Music Publishing and Songs of Marl (ASCAP)Ryde or Die Publishing (ASCAP)/EMI April Music Inc. o/b/o itself and Dead Game Publishing (ASCAP).
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"Cerca de mi Neighborhood"
Performed by Tego Calderon
Produced by Tego Calderon
Album Title: El Enemy de los Guasibiri
Courtesy of El Abayarde Records, Inc.
Written by Tegui Calderon
Published by El Abayarde Music, Inc.
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"Run"
Performed by Ghostface Killah featuring Jadakiss
Produced by Rza
Album Title: The Pretty Toney Album
Courtesy of The Island Def Jam Music Group
under license from Universal Music Enterprises
Written by D. Coles, R. Diggs, J. Phillips and J. McElveen
Published by EMI April Music Inc. o/b/o itself, Justin Combs Publishing Co., Inc. and Jaewon's Publishing (ASCAP)/Careers-BMG Music Publishing, Inc. o/b/o Ramecca Publishing (BMI)
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"Black Steel In the Hour of Chaos"
Performed by Public Enemy
Produced by Hank Shocklee and Carl Ryder
Album Title: It Takes a Nation of Millions to Hold Us Back
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises
Written by J. Boxley, W. Drayton, C. Ridenhour and E. Sadler
Published by Songs of Universal Inc. o/b/o Def America Songs, Inc. and Your Mother's Music, Inc.
(BMI)/Reach Global Songs (BMI)
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"Code of the Streets"
Performed by Gang Starr
Produced by DJ Premier and Guru
Album Title: Hard To Earn
Courtesy of Virgin Records America, Inc.
under license from EMI Film & Television Music
Written by K. Elam, C. Martin and R. Russell
Published by Universal Polygram International Publishing Inc. (ASCAP)/EMI April Music Inc. o/b/o itself, Gifted Pearl Music and Ill Kid Music (ASCAP)
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"Ghetto Star"
Performed by 2Pac featuring Nutso
Produced by GO Twice
Album Title: Better Dayz
Courtesy of Interscope Records
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Written by T. Shakur, S. Cole and G. Banks
Published by Universal Music Corp. (ASCAP)/Nuttso Publishing (ASCAP)/A Gee In Tha Bank Publishing (ASCAP)
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"Criminal Minded"
Performed by Boogie Down Productions
Produced by Scott La Rock
Album Title: Criminal Minded
Courtesy of Bun Bun Music
Written by S. La Rock, L. Parker and J. Thomas
Published by Bun Bun Music (ASCAP)
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"Dark Corner"
Performed by Jay Live
Produced by J Row
Album Title: Unreleased Track
Courtesy of Recognize Reel Records
Written by J. Burris and J. Robey
Published by Live Lil' J Music (ASCAP)/J Row Ya (ASCAP)
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"Bad Company"
Performed by Grafh
Produced by The Arkitects
Album Title: Unreleased Track
Courtesy of Epic Records under license
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Written by P. Bernard, S. Campbell and M. Leathers
Published by EMI April Music Inc. o/b/o itself and Boozshi Publishing (ASCAP)/Phil Clinton Publishing (SESAC)
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"Yes, Yes, Y'all"
Performed by Geto Boys
Album Title: The Foundation
Produced by Scarface for Skinny Gangsta Music
Courtesy of Rap-A-Lot Records
Written by B. Jordan and W. Dennis
Published by N-The-Water Publishing, Inc. (ASCAP)
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"Nolia Clap"
Performed by UTP Playas
Album Title: Nolia Clap
Produced by XL for XL Production,
Slice T for Slice of Life Production & Juvenile
Courtesy of Rap-A-Lot Records
Written by C. Nicholas, T. Gray, D. Grison and D. Robertson
Published by Breka Music Publishing (BMI)
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"God With the Flow"
Performed by Aasim featuring Jae Millz
Produced by P Money
Album Title: Unreleased Track
Courtesy of Bad Boy Records
Written by L. Watson, J. Mills and P. Wadams
Published by EMI Blackwood Music Inc. o/b/o itself and Justin Combs Publishing Co., Inc. (BMI)/Grind Music Inc./Jae Millz Publishing (BMI)/BTJ Publishing (BMI)
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"Yes Sir"
Performed by Guerilla Black
Produced by Gabriel Rene for Renessiance Productions
Album Title: Guerilla City
Courtesy of Virgin Records America, Inc.
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Written by Charels Williamson and Gabriel Rene
Published by Dollar Figga Music (ASCAP) & Renessiance Publishing (ASCAP), administered Reach Global, Inc.
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"Black Cop"
Performed by KRS-One
Produced by KRS-One
Album Title: Return of the Boom Bap
Courtesy of Jive Records.
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Written by L. Parker
Published by Zomba Enterprises Inc. (ASCAP)
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"More or Less"
Performed by Shyne
Produced by Kanye West
for Konman Entertainment/Roc The World
Co-Produced by Brian "Allday" Miller for U&C Music
Album Title: Godfather Buried Alive
Courtesy of The Island Def Jam Music Group
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Written by J. Barrow, K. West, B. Miller,
F. Gorman and J. Bradford
Published by Universal Polygram International Publishing Inc. o/b/o Solomon's Works, Inc. (ASCAP)/EMI Blackwood Music Inc. o/b/o Please Gimme My Publishing/Stone Diamond Music Corp. (BMI)/Jobete Music Co., Inc. (ASCAP)/
Brian Miller Publishing (ASCAP)
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"To the Finish"
Performed by Jackpot
Produced by Jackpot
Album Title: Unreleased Track
Courtesy of 20 Inch Entertainment
Written by C. Moore
Published by Publishing Designee of Christopher Moore
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"In the City"
Performed by Franchize
Produced by Nomadic (K. Gallu-Badat) for Nomadic Trackz
Album Title: Unreleased Track
Courtesy of Nomadic Trackz and Nathaniel Stroman
Written by N. Stroman and K. Gallu-Badat
Published by Publishing Designee of Nathaniel Stroman (BMI)/Nomadic Trackz (BMI)
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"Shot-gun"
Performed by Blaze feat/Esham and ABK Colton Grundy
Psychopathic Records
Written by Madrox & Blaze, ABK, and Esham Produced by Lavel
Published by Psychopathic Music Publishing Ltd.
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"Somos Cabrones"
Performed by Locura Terminal
Infierno a La Gloria
Fonovisa Records
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Published by Locura Music Publishing
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"Prisonero"
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"Freeze's Anthem"
Performed by Pook Diesel
Produced by PMG
Album Title: 7 Days in the Life of Pook Diesel
Courtesy of PMG
Published by: Pook's Shizzle (ASCAP)/Fat Frequencies (ASCAP)/Smothered and Covered Music (ASCAP)
Written By Paul Watson III, Tony Minter and Richard Garcia
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"You Got Life"
Performed by Shade Sheist & N.U.N.E.
Produced by The S.O.C.
Album Title: Unreleased Track
Courtesy of Red Handed Recordings
Written by H. Ansari, C. McCauley and T. Thompson
Published by Sound Mind State Muzik (ASCAP)/PYO Publishing (ASCAP)/N With The Words Music (ASCAP)
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Performed by Blaze feat/Lavel
Psychopathic Records
Written by Blaze & Lavel
Produced by Fritz the Cat
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"Jellysickle"
Performed by Tech N9ne featuring E-40
Produced by Rick Rock
Album Title: Everready (The Religion)
Courtesy of Strange Music Inc.
Written by A. Yates, R. Thomas and E. Stevens
Published by Music of Windswept o/b/o itself,
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"My Wife, My Bitch, My Girl"
Performed by Tech N9ne
Produced by Rick Rock
Album Title: Everrready (The Religion)
Courtesy of Strange Music Inc.
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Published by Music of Windswept o/b/o itself,
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"On the Run"
Performed by Yukmouth
Produced by Yong Fifty
Album Title: Unreleased Track
Courtesy of Rap-A-Lot Records
Written by Jerold Ellis Jr.
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RMA# (state your authorization number here)
651 Brannan Street, Suite 400
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You are responsible for postage of your game to our service center.

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